

HAPPY NEW YEAR!

PROG 451
4 JAN 86

IN ORBIT
EVERY
MONDAY

£1.50 Malaysia
70c Australia
10c New Zealand
80c Mexico
310c Vatican
310c Iran
10c Associated Nat
110c Japan
2c Puerto Rico
420c Neptune

24p
EARTH
MONEY

2000 AD

FEATURING **JUDGE DREDD**

IT'S A CATSBLOOD
KIND OF A
DAY!



The Ballad of
HALO JONES

NERVE CENTRE

BORAG THUNGG, EARTHLETS,

I bring tidings of great thrill-power! To help you all get into the spirit of things – out with the old, in with the zarjaz – this prog heralds not *one*, not *two*, but *three* circuit-shattering new thrills! *The Ballad Of Halo Jones* begins this week with a Prologue, to be followed by no less than 15 episodes in this, the third Book of my galactic saga... 'The Warlord' is the title of my new 5-part *Judge Dredd* story, in which Mega-City 1's finest comes chin to chin with the Beast from the East...and last, and come to think of it, least...*Ace Garp* returns to pick up where he left off – in the morgue! Happy New Year!

SPLUNDIG VUR THRIGG!

Drawn by Earthlet Sean Steele,
Liverpool. £10 Winner.



SUPERTHARG!

THARG

JOHNNY ALPHA



Drawn by Earthlet David Iliffe, Ilkeston.
£10 Winner.

THE COMIC FOR ALL THE FAMILY?

Dear Tharg,

I noticed in Prog 439's Nerve Centre that there are some very old Terrans reading 2000 AD, but I think my grandad must be the oldest. He's still reading your zarjaz comic at the age of 78, having read it since Prog 1, and he's got a standing order for it with his newsagent. When he's read it each week, next in line is my uncle (37 years), then my dad (35 years); then I – aged 14 – get my hands on it, followed by my brother aged 12; until finally my other uncle gets to read it.

From Earthlet Shane Joy, Hastings.

£5 Winner.

As far as I know, your grandfather is indeed my oldest Terran reader. However, there is great danger to your circuits in reading 2000 AD after so many others have soaked up its thrill-power content...not to mention the danger to your local newsagent industry.

THE SYDNEY SOLUTION

Dear Tharg,

I write from Australia, four months behind Command Module time. With the utmost respect I humbly beseech you to pack even more thrill-power into those of your progs which are destined for overseas use. I've no idea what the half-life of thrill-power is, but I

do know that my Australian progs are less thrill-powered than my English progs used to be. Please help, Tharg; my plight is desperate – I'm halfway through a law degree, and I need every gram of thrill-power I can get.

From Earthlet Mark Tears, Sydney, Australia.
£5 Winner.

Your problem is similar to that of Earthlet Shane Joy (see left) – by the time your progs reach you, they've been read by assorted thrill-seeking packers, dockers, ship stewards, shop stewards and the like. I suggest you commute to the UK each week, and collect your progs in person.

ADVERTISEMENT

2000 A.D. BACK ISSUES

No. 1	£10	101-150 each 90p
No. 2	£8	151-200 each 80p
3-6 each	£4	201-250 each 70p
7-15 each	£2.50	251-300 each 60p
16-40 each	£1.50	301-400 each 50p
41-60 each	£1.20	401-450 each 40p
61-100 each	£1	451 up each 35p

ALL ABOVE FOR SALE IN V.G. OR BETTER CONDITION.
PROMPT REFUND IF NOT 100% HAPPY WITH CONDITION

ADD POSTAGE AS FOLLOWS

1-5 COMICS	95p	6-10 COMICS £1.20
11-15 COMICS	£1.80	16+ COMICS £1.80

FOR OVERSEAS CUSTOMERS WE WILL FORWARD
POSTAGE RATES ON REQUEST

WE ALSO BUY 2000 A.D. BACK ISSUES
PLUS MARVEL, D.C., T.V. 21, DR. WHO, etc.
(please send sales list)

AVAILABLE FROM
FANTASY WORLD
10 MARKET SQUARE ARCADE,
HANLEY, STOKE-ON-TRENT, ST1 1NU
Tel. (0782) 279294

PERSONAL CALLERS WILL FIND COMPLETE RUNS OF 2000 A.D. COMICS AND RELATED MERCHANDISE

Our two floors also stock British and American S.F. paperbacks, role playing games, Marvel, D.C., Dr. Who, Independent Comics, etc. Film Fans will find a vast range of imported Sci-Fi and Fantasy Film Magazines, books, posters, stills, etc. Also Rock Book Section plus badges, patches, Martial Arts and Bruce Lee magazines. Tarot Cards with book section on the unusual and bizarre, plus much more.

Send s.a.s for list, stating interest

WE ARE OPEN MON.-SAT. (10 am-5.30 pm)
And are easily located in the middle of Hanley City Centre (opposite Lewis's). If travelling by car, Junction 16 of the M6 Motorway is only 20 minutes away via the A53 and A500. Stoke Railway Station is only 25 minutes walking distance

VOTE HERE!

Each week Tharg displays your drawings and letters on his Nerve Centre. There are big cash prizes for every entry published, so write to him now! The address is: THARG'S NERVE CENTRE, COMMAND MODULE 2018, KING'S REACH TOWER, STAMFORD STREET, LONDON SE1 9LS.

List your three favourite stories
IN THIS PROG on the coupon and
enclose it with your entry.

1.

2.

3.

I Dislike:

My Age is **451**

ADVERTISEMENT

MANCHESTER COMIC, SCI-FI & FANTASY FILM FAIR

Piccadilly Plaza Exhibition Hall, York Street,
Off Mosley Street, Piccadilly, Manchester City Centre.

Dates for your 1986 diary, January 11th, March 22nd, May 10th, July 19th, September 20th, November 8th

Doors open 11.00 am (Admission only 30p)
Top dealers will be selling Comics (Marvel, D.C., Dr Who, 2000 AD, TV 21) Film magazines, Posters and related Sci-Fi material.

Dealers Table Rates Phone 0782 279294

Fantasy World, 10 Market Square Arcade, Hanley,
Stoke-on-Trent

We are always interested in buying comics, magazines, annuals, toys and games related to the above interests.

"ON PWUC, THE CATSBLOOD NEVER RAN DRY."

"CATSBLOOD, ACTUALLY DISTILLED FROM THE FERMENTED PULP OF THE DWARF DICE-MELON, TASTED BETTER THAN ITS NAME IMPLIED..."

"...WHEREAS PWUC, FIFTH PLANET IN THE ARCTURAN SYSTEM, LOOKED EVEN UGLIER THAN IT SOUNDED."

"ONCE A PROSPEROUS SPACEPORT, PWUC BEGAN TO ROT WHEN NEW SHIPPING LANES OPENED UP, BYPASSING IT COMPLETELY."

"IT BECAME A GHOSTWORLD, WHERE MEN WITH BOARDED-UP EYES LOITERED OUTSIDE THE BOARDED-UP SOUVENIR SHOPS."

"UNDER OPPRESSIVE GUNMETAL SKIES THE PLANET WAITED MOROSELY FOR DEATH. IT WAS NOT A WORLD THAT PEOPLE WENT TO. IT WAS A WORLD WHERE PEOPLE ENDED UP."

"IN 4960, HALO JONES ENDED UP ON PWUC."

PROLOGUE

The Ballad Of HALO JONES



ROAD
Credit Card:
SCOTT ROBERT
ALAN MOORE
MIKE ROBERT
IAN GIBSON
JULIAN ROBERT
STARKINGS
COMPU-73

"QUITTING THE CLARA RANDY IN 4851, SHE WANDERED THE INNER SYSTEMS, LOOKING FOR WORK THAT WOULD PAY FOR HER TICKET TO THE FURTHER STARS."

"ELSEWHERE, THE WAR IN TARANTULA DRAGGED INTO ITS SECOND DECADE, AND THE GALACTIC ECONOMY MOVED ON THE BRINK OF COLLAPSE. FEW JOBS PAID EVEN ENOUGH TO LIVE ON."

"NONE PAID ENOUGH FOR INTER-SYSTEM TRAVEL."

"REFUSING TO SUBMIT TO THE BRUTALLY SIMPLE ARITHMETIC OF HER MONTHLY CREDIT STATEMENT, HALO REVERBERED. SHE WAS DETERMINED, AND STILL YOUNG."

LABOUR LOTTERY
TAKE A NUMBER
AND WAIT!

396!

"CLINGING DOGGEDLY TO HER DREAM OF ESCAPE, SHE DRIFTED FROM JOB TO JOB."

JOB CALLER

"DURING 4-952, SURVIVING RECORDS INDICATE THAT SHE WORKED IN A LIVEFOOD BAR ON PROXIMA IV."

"PRESUMABLY, HALO WAS THUS EMPLOYED WHEN SHE LEARNED OF THE SLAUGHTER BACK ON EARTH."

"ENRAGED BY A MINOR INCIDENT, TWO THOUSAND MEMBERS OF THE MANHATTAN RESIDENTS' PROTECTION ARMY HAD STORMED THE HOOP ARMED WITH ELECTROFLAILS AND BUNT-GUNS."

"IT BECAME KNOWN AS THE RED WEDNESDAY MASSACRE."

"NOW THIS NEWS
AFFECTED HALO
WE CANNOT SAY.

"ALL WE KNOW IS THAT
SHE LEFT THE LUNCH
FOOD BAR EARLY IN
4953 AND WENT TO
WORK ON A WORLD
CALLED VESQUE IN
THE ALPHAN SYSTEM.

"VESQUE WAS A
WOODWORLD,
BLANKETED IN
FORESTS FROM
POLE TO POLE.
SAVE FOR THE
UGLY HOLES
THAT TIMBER
COMPANIES
HAD EATEN INTO
ITS GREEN
QUILT OVER THE
CENTURIES.

"NEVER HAVING
SEEN ANY TREES
ON EARTH, HALO
JONES MUST
HAVE BEEN
DOUBLY UNPRE-
PARED FOR HER
JOB LEVELLING
THE JUNGLES
OF VESQUE.

"ON VESQUE, THE
TREES HAD FACES.
AND THEY SCREAMED.

"WHILE NOT INTELLIGENT,
THE TREES HAD LEARNED
A SURVIVAL TRICK OVER
THE CENTURIES OF THEIR
ABUSE BY MANKIND.

"FIRSTLY, THEY'D
LEARNED HOW
TO FORM THEIR
BARK INTO A
RECOGNIZABLE
PARODY OF A
HUMAN
FACE.

"SECONDLY, BY CHANNELING
WIND DOWN THEIR HOLLOW
UPPER BRANCHES AND OVER
CRUDE VEGETABLE VOCAL
CHORDS, THEY SHRIEKED
LIKE CHILDREN AS THEY
WERE CUT DOWN.

"PSYCHOLOGICALLY,
THE TRICK WORKED.
FEW LUMBERTACKS,
EVEN HARDENED
ONES, COULD STAND
THAT TERRIBLE,
DEPRESSING
ATMOSPHERE FOR
MORE THAN A MONTH.

"HALO JONES
QUIT AFTER ONLY
THREE DAYS.

"RECORDS OF HER MOVEMENTS OVER THE NEXT FEW YEARS ARE INCOMPLETE, YET REVEAL A PATTERN OF INCREASING DESPERATION... AS IF SHE WERE PACING THE GALAXY, TRYING TO GET OUT."

"IN 4955, ONE 'H. JONES' WAS QUESTIONED BY THE SIRIAN AUTHORITIES REGARDING AN ICEBERG SMUGGLING OFFENCE."

"BY '55, SIX YEARS AFTER THE STEERSMAN'S LODGE HALTED EARTH'S WATER EXPORTS, ICEBERG SMUGGLING WAS COMMONPLACE. NO CHARGES WERE BROUGHT."

"IN 4956 SHE WORKED AS A BABY-SITTER ON SKINNER'S WORLD NEAR 1825 IN THE CONSTELLATION OF PERSEUS."

"IN 4958, A WOMAN BEARING A STRIKING FACIAL RESEMBLANCE TO JONES — BUT WHO GAVE THE NAME 'H. OLSUN' — WAS ARRESTED FOR VAGRANCY ON POPOTOPLEX IN THE SOUTHERN CROSS."

"THE JOBS WERE GETTING SCARCER AND THE CIRCLES THAT SHE RAN IN BECAME TIGHTER AND TIGHTER."

"EVENTUALLY, ON DWUC, SHE STOPPED RUNNING."

H. OLSUN



"SHE WAS A WOMAN WITH NO MONEY, NO HOPE OF EVER AFFORDING THE TURNKEY BEYOND THE CONFINES OF THE GALAXY SHE'D BEEN BORN TO.

"SHE WAS TWENTY-NINE YEARS OLD..."

"...AND SHE WAS STRANDED.



"SHE'D ESCAPED THE HOOP TO FIND A BIGGER PRISON WAITING OUTSIDE.

"ON PWUC, AFTER TEN YEARS OF HAMMERING ON THE BARS OF THAT PRISON, SHE WAS FORCED TO ADMIT THAT IT WAS INESCAPABLE.



"WHEN THE THIRTY-SEVEN HOUR DAY BECAME TEDIOUS, SHE WOULD THINK ABOUT AN EIGHTEEN-YEAR-OLD GIRL WHO ONCE DANCED WITH LUX ROTH CHOP.

"WHEN THAT BECAME TADIOUS, THERE WAS ALWAYS CATSBLOOD.



"ON PWUC, THE CATS-BLOOD NEVER RAN DRY..."



"...ONLY THE DREAMS."

FROM
'THE BALLAD OF HALO JONES'
BY DR. I. J. BRUNHAWER
PUBLISHED 6427.

NEXT
PROG

TARANTULA RISING

Slane

I PRODDED THE
SLABS AHEAD
WITH BLOOD-
PROOF
CHECKING FOR
PRESSURE-
PLATES THAT
WOULD OPERATE
A TRAP...

REMEMBER,
DEAHOO... IF HE
MISSES ONE—
YOU DIE FIRST!

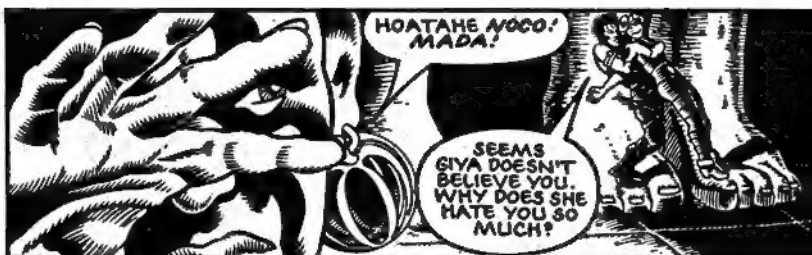
WE'LL
BE... SAFE
IF WE... STAY
NEAR THE
WALL!

SCENE:
ART: MULLS
ART:
DAVID PUGH
LETTERING:
STEVE POTTER



YOU WOULDN'T LIE TO ME?

NOH... I THWEAR ITH...



HOATAHE NOGO! MADA!

SEEMS GIYA DOESN'T BELIEVE YOU. WHY DOES SHE HATE YOU SO MUCH?



...EXPERIMENTED ON HER—BEFORE SHE WAS GIVEN TO THE ORGOTS.



YOU MEAN YOU TORTURED HER?



IN THE INTERESTS OF RESEARCH. TRY TO UNDERSTAND, NEST—HUMANS ARE LIKE ANIMALS TO US CYTHRONS. YOU'RE A LOWER SPECIES.



AND IT'S ALL RIGHT FOR A HIGHER SPECIES TO TORTURE LOWER ONES?



SHUT UP, YOU TWO! I CAN HEAR SOMETHING AHEAD...



CHANTING!

IT'S COMING FROM THE CONTROL ROOM. THE SLUAGHS ARE REVIVING GRIMNISMA!



ONCE YOU HAVE DEALT WITH THEM, SLAINE, I CAN SWITCH OFF THE DARK GOD'S LIFE-SUPPORT SYSTEMS—DESTROYING HIM!



IT WON'T BE THAT EASY! THE SLUAGHS ARE GRIMNISMA!

I DON'T UNDERSTAND.



EVEN ASLEEP, THE DARK GOD HAS SUCH POWER, HIS THOUGHTS ENTER THE PHYSICAL PLANE AND FORM SHADOW-CREATURES...

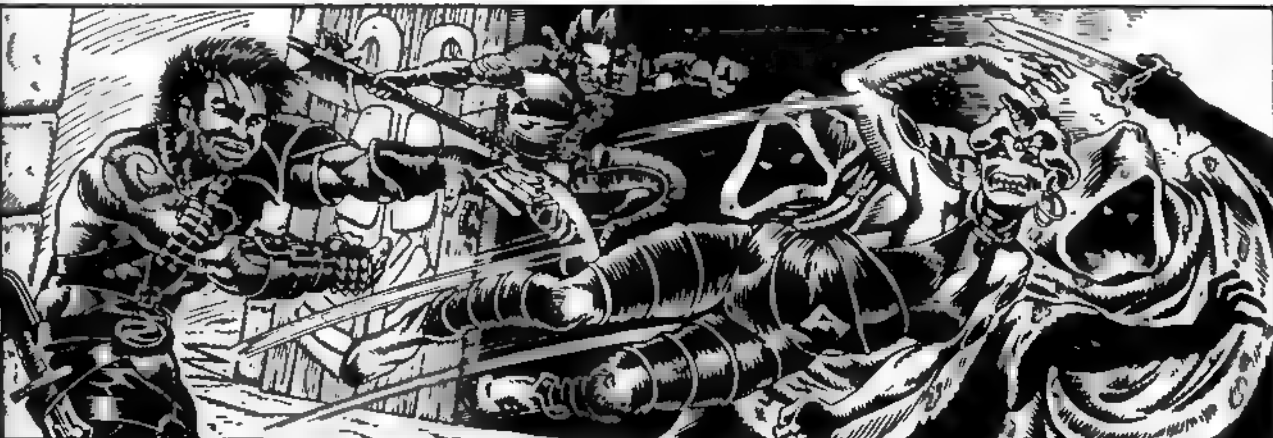
SLUAGHS!



YOU MEAN GRIMNISMA'S USING HIS OWN DREAMS TO WAKE HIMSELF UP?

WEIRD!





THE TOUCH OF A SHADOW-
CREATURE WAS DEATH...

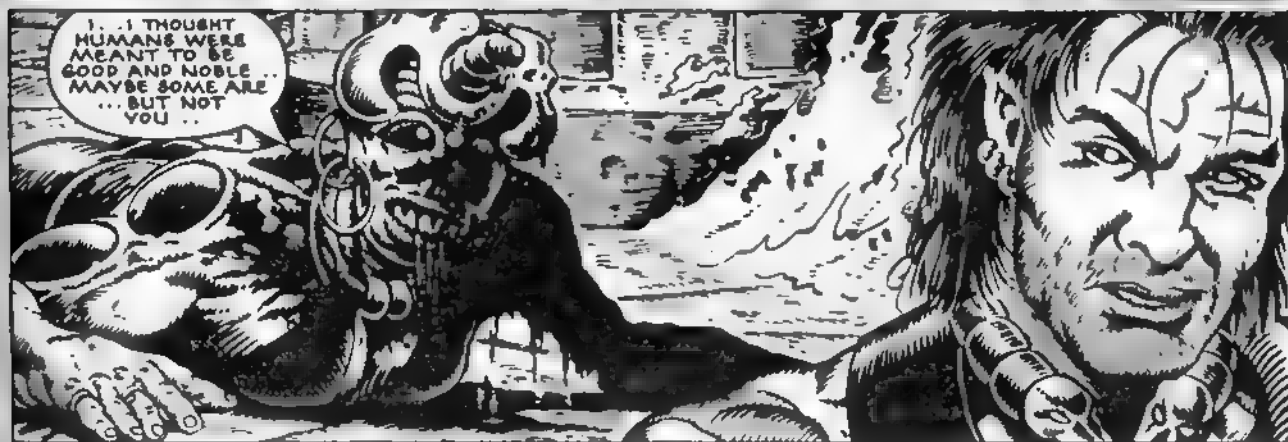


ONLY
LIGHT
COULD
DESTROY
THEM.



LOOK OUT,
NEST!

HE'S
GOING TO
SLIME
YOU!





YOU
REALLY
ARE AN
ANIMAL,
SLAINE
MAC
ROTH.

ALL THAT WAS LEFT WAS HER AGONISED SHADOW

SOON HER
DEMONIC
NATURE
WOULD HAVE
REASSERTED
ITSELF. SHE
HAD TO
DIE



Aye. SHE PAID
FOR ALL THE 'ANIMALS'
SHE TORTURED.

THE FIGHTING PUT
SLAINE IN AN
EXCELLENT HUMOUR,
AND HE COMPOSED
ANOTHER OF HIS
VERSES...



BLOOD-PROW
BLAZED
LIKE A VIKING
PIRE SHIP,
BUT IT WAS THE
SLUASH'S FUNERAL
BUSY MY BATTLE-
PAWS.

LISTEN
TO THE
BARD!



HERE COMES MORE WORK
FOR YOUR PAWS' SLUASH
REINFORCEMENTS!

RIGHT
WHAT ABOUT
THE CONTROLS,
MYRDDIN?

I'M AFRAID
THE PROCESS HAS GONE
TOO FAR.



THE ONLY
WAY TO KILL
GRIMNISMAL NOW
IS TO ENTER HIS
TOMB-ROOM—THE
HYPOGEUM
ITSELF!

Next THE
SLIME
SUMP!

PART 5

Game: Pat Mills. Art: Garry Leach.

LAST WEEK

YOUR WARP PATHS:

TREASURE:

(From Part Four)

WHICH WAY?

You had to indicate the safe route. The map below shows where the traps are – marked 'T'. The numbers stand for treasure points. If your route went over any of these squares, add the treasure points to your score, even if you also went over a trap square.

STAIRS UPWARD

STATUES

TEMPLE DOOR

TRANS. INTERIOR

ORGOT'S GUARD ROOM

SMALL DOOR

10	10		20	T	30	30
	T			T		
10	10		30	20	20	

ORGOT'S GUARD ROOM

SMALL DOOR

If you stood on a trap, went through the small door, or up the stairs, see below.

if you went into the interior of the tomb, this was correct – see the story. Now you must deal with the problems arising **THIS WEEK**.

SMALL DOOR

If you went through the small door on your right, inside, you find a number of empty cages. In one of them are some pellets of regurgitated food; in another some dung, in a third – a large ankle chain.

You realise this is the room where the Wandering Monsters are kept. Clearly they're wandering round the tomb looking for you! You leave and take a safer route into the interior of the tomb. You do not have time to stop and pick up any treasure. Now you must deal with the problems arising **THIS WEEK**.

THE STAIRS

You walk carefully up the stairs but cannot avoid stepping in some dung. This attracts a Wandering Monster – a Shoggey Beast. Shoggeys – ferocious, hairy werewolves – are motivated by smell and this one seems to think you're another Shoggey! It comes gambolling down the stairs and picks you up in its massive paws. It starts to squeeze you, licking your face with its rasping tongue which feels like coarse sandpaper. When you repel its unwelcome attentions, it turns vicious.

It will not fight to the death, but to drive it off you must reduce its warp rating to 7 or less. Remember, you do not collect its warp rating for driving it off. You then decide to take a different route and head into the interior of the tomb. You avoid the traps but do not have time to stop and pick up any treasure. Now you must deal with the problems arising THIS WEEK.



SHOGGEY BEAST'S WARP RATING: 11
FIGHTING TIME TAKEN: 10 MINUTES.

TRAP

If you stood on either trap square, the ground opened and you fell into a swamp. Lurking there is a Skeletal Crocodile who is eager to put flesh on his bones — *your flesh!*

You must kill it and then deal with the problems arising THIS WEEK. If you decide to destroy the crocodile by magic, you must pay the penalty indicated, although you will still take its warp points as your prize.

SKELETAL CROCODILE'S WARP RATING: 10
FIGHTING TIME TAKEN: 10 MINUTES.
OR MAGIC TIME PENALTY: 50 MINUTES.

LATECOMERS

If you missed the early parts of the game, you can still join in. Turn to the rules summary page after this prog's *Streetlaw* Dog story



THIS WEEK

Regardless of how much time you lost as a result of the choices you made last week, your adventures this week took ten minutes. **Deduct ten minutes from your clock.**

At the end of the episode, the Sluaghs attacked. You must fight and kill the leading Sluagh *now*, while you consider which way to go. If you decide to destroy the Sluagh with magic, you must pay the penalty indicated (you still take his warp rating as your 'prize' for experience gained).

SLUAGH'S WARP RATING: 8
MAGIC TIME PENALTY: 30 MINUTES.

Then... Do you...

- A) Fight your way out of the control room and turn right...heading further into the tomb? ☐
B) Get Ukko to look for a secret way out of the control room? ☐
C) Fight your way out of the control room and go through a door on the other side of the corridor? ☐

Tick your choice. Find out next week if it was the right one and make a note of your final score in the box below. Next week, you will descend into the second level of the tomb and be rewarded with extra warp points for experience...if you survive.

YOUR FINAL WARP RATING: _____

TREASURE: _____

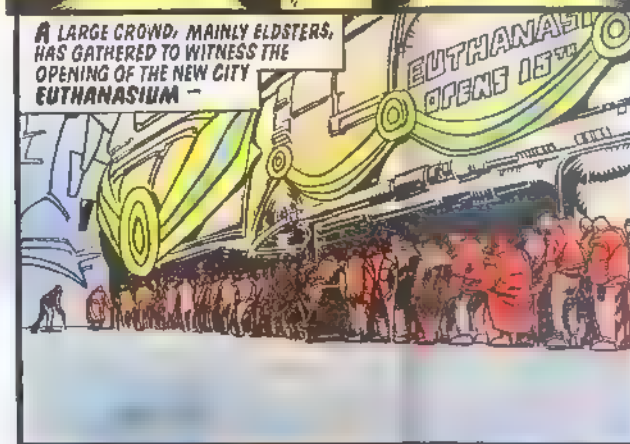
NEXT PROG: DO YOU ENTER... THE STOMACH ROOM?

I AM SHOJAN - WARLORD OF JI!
LET THE JUDGES OF MEGA-CITY
KNOW I AM
COME!



**JUDGE
DREDD**

A LARGE CROWD, MAINLY ELDSTERS,
HAS GATHERED TO WITNESS THE
OPENING OF THE NEW CITY
EUTHANASIA -

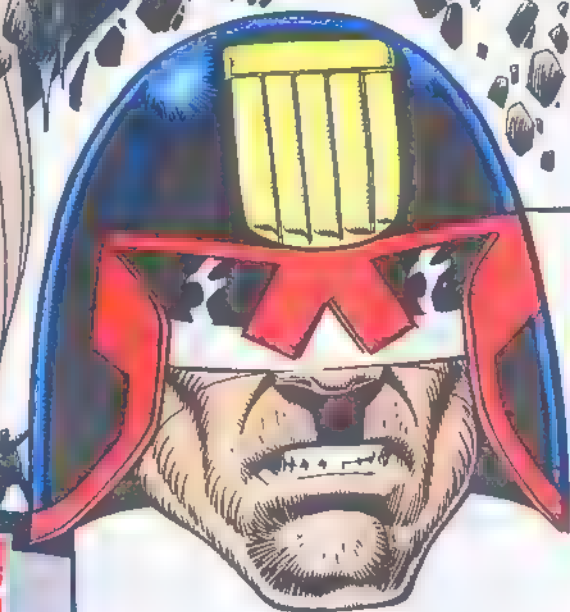


THE WALLS ARE
BULGING!



OH MOLEY!
SHE'S COMIN'
DOWN!

AAAAHHH!



DREDD TO CONTROL! EMERGENCY
SQUADS TO THE EUTHANASIUM!
WE GOT MULTIPLE CASUALTIES!



DROKK! TALK ABOUT
EUTHANASIA!

THIS WAS NO
MERCY KILLING,
LUCAN!



THESE CROCKS NEVER HAD
ANY CHOICE IN THE MATTER
THAT MAKES IT MURDER!

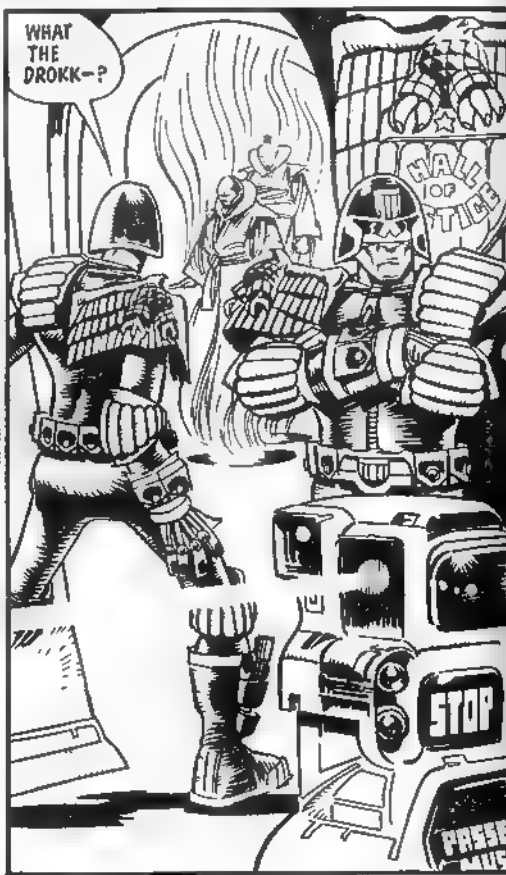


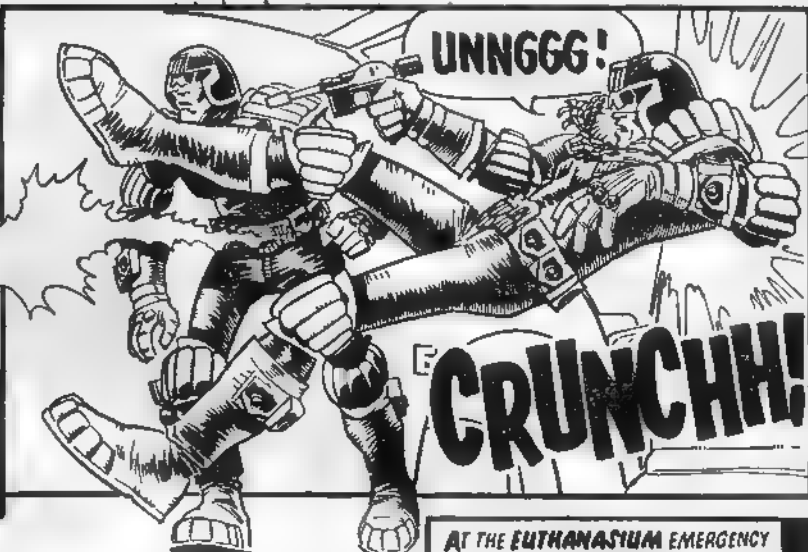
IT IS TIME TO
SPEAK WITH THEIR
LEADER

SWELL.



WHAT
THE
DROKK-?





YOU'RE TELLING ME
YOU CAUSED THIS
EXPLOSION WITH THE
POWER OF YOUR
MIND, MR - ?

SHOJAN, WARLORD OF JI.

THIS IS MY ASSISTANT,
SAYONARA.

PLEASD TA MEETCHA
I'M SURE.

CONTROL—THEY FOUND ANY
SIGN OF AN EXPLOSIVE DEVICE
AT THE EUTHANASIAM
YET ?

NEGATIVE,
CHIEF JUDGE.

SAY YOU DID DO IT, BY WHATEVER MEANS.
WHY ?

AS A WARNING. I INTEND TO BE
RESIDENT IN YOUR CITY FOR SOME
TIME -

FOR WHAT PURPOSE ?

THAT IS MY CONCERN. YOUR
ONLY CONSIDERATION MUST
BE TO STAY OUT OF MY WAY.
ANY INTERFERENCE WILL BE
SEVERELY PUNISHED.

BETTER BELIEVE HIM, LADY.
THIS AIN'T CHARLIE CHAN YA
DEALIN' WITH. HE CAN BE
MOIDER WHEN HE GETS
RILED !

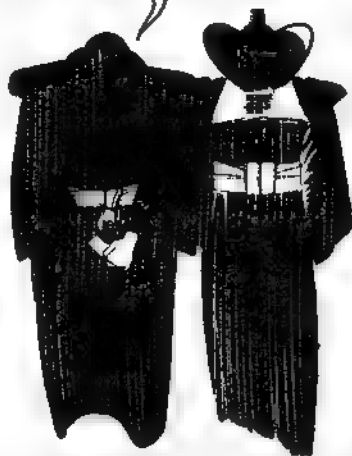
DAMNED IF HE'S
LEAVIN' HERE! HE'S
JUST CONFESSED
TO THE MURDER
OF UMPTEEN
CROCKS !



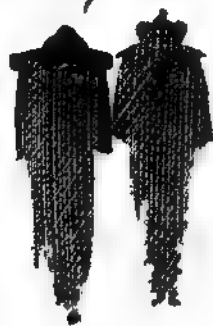
YOU ARE MOST WISE...



MOST WISE...



MOST WISE...



HOLD YOUR FIRE!

LET THEM GO!

BUT
CHIEF JUDGE -



THEY SURE KNOW
HOW TO MAKE
AN EXIT!

FIND THEM! PUT OUT A
GENERAL ALERT. I WANT
TO KNOW WHERE THEY
GO - EVERY MOVE
THEY MAKE.



CONTROL - WHO'S SENIOR JUDGE ON
THE EUTHANASIA CASE?

PREDD, MA'AM.

GOOD. SEND FOR HIM. THERE
HAVE BEEN DEVELOPMENTS.

WE'VE CHECKED WITH NIP-CIT... SHOJAN'S A PSI-MYSTIC OF THE TENTH DAM. GOT A PRETTY BAD REP AROUND THE RADLANDS OF JI.

THE GIRL'S A NATIVE OF THIS CITY. REAL NAME **WILMA McNALLY**. CAN'T QUITE SEE HOW SHE FITS INTO THIS YET. I'VE SENT SOMEONE ROUND TO INTERROGATE HER PARENTS.

YOU HAD THEM HERE AND YOU LET THEM GET AWAY?

I DIDN'T WANT TO LOSE ANY JUDGES. BESIDES, I WANT TO KNOW WHAT THEY'RE DOING HERE.

WE'VE LOCATED THEM AT THE **INN-ON-THE-SKED**. CHECK 'EM OUT - GET ME SOME ANSWERS - THEN YOU'VE GOT MY PERMISSION TO DEAL WITH THEM.

I'LL DEAL WITH THEM ALL RIGHT! **NOBODY** COMES INTO MY TERRITORY AND STARTS LITTERIN' THE PLACE WITH DEAD CROCKS!

BE CAREFUL. THIS SHOJAN'S A PRETTY TOUGH NUT.

YEAH? WELL NUTS AIN'T ALL THEY'RE **CRACKED UP** TO BE, CHIEF JUDGE!

NEXT PROG: **SHOJAN SHOWDOWN!**

Whatever
happened to...

ACE GARP?

2000AD
Credit Card:
SEALY: ROBERT
GRANT; GROVER:
AUST: ROBERT
BELANDI; TELL:
LETTERING: ROBERT
TONY JACOB
COMPU-734

REPRISE PROG 433

BELIEVING HIMSELF TO BE SUFFERING FROM THE
INCURABLE WUTZEL'S DISEASE, CAPTAIN ACE
GARP - SCOURGE OF THE SPACEWAYS - TAKES THE
TRUCKERS' LAST LUG THE NIGHTLIGHTFLIGHT!

NICE KNOWIN'
YA GOOD BUDDIES.
GUESS THIS IS IT.
TRUCK TUCKER,
Y'HEAR!

TEN-TEN,
NEVER AGAIN!

EVER WONDERED
WHAT HAPPENS
TO REDUNDANT
COMIC STRIP
HEROES? YOU
DON'T FIND THEM
IN ANY GRAVE-
YARD THEIR
ASHES ARE NOT
SCATTERED OVER
THEIR LOST
KINGDOMS

NO, YOU'LL FIND THEM IN THE
BOTTOM DRAWER OF THE THIRD
FILING CABINET FROM THE LEFT
IN THARG THE MIGHTY'S
COMMAND MODULE!

ALEC TRENCH



YAIWEE DEPUTY!

TOP STORIES

BACK-UPS

ANNUALS

HEY! THIS
AIN'T HOTSIDE!

DEAD



WHERE
THE HOOTIN'
HECK AM
I?

THE DEAD
FILE, PAL YOUR
STORY'S TOLD-
IT'S OVER
WITH!

SHESH! NEVER
THINK I'D END MY
DAYS SHARIN' A
COOP WITH A
BUNCHA COMIC
CROAKERS!

WHAT'S THE MATTER,
GARP? WE NOT GOOD
ENOUGH FOR YOU?
STILL THINK YOU'RE
THE BIG STAR, HUH?



DEN SUDDENLY—
WHAMMO! DA BIG
KISS-OFF! DA SAINT
VALENTINE'S DAY
MASSACRE AIN'T
GOT NUTTIN' ON
THARG DA MIGHTY!



AW WELL—
'LEAST I CAN
SAY I TRUCKED
OUT TUCKER THE
NIGHTLIGHT—
THAT'S HOW A
REAL HERO VOKES
HIS TENS!



YA DIED
DUMB BOY!
AIN'T YA BEEN
A-READIN'
YORE
AROSE?



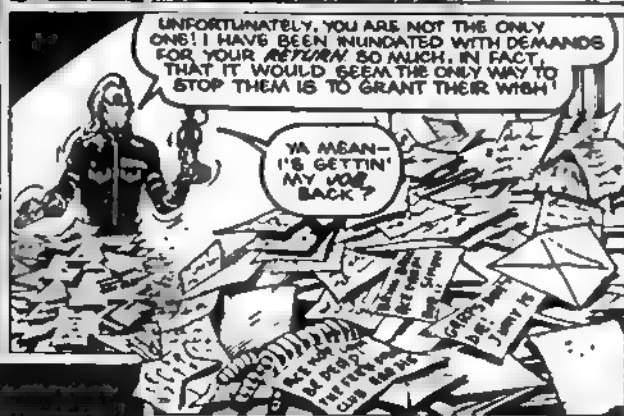
THEY'S JACKED MY STRIP
FROM UNDER ME, AN! I DON'T
EVEN HAVE TO CROAK! I BEEN
SLUBBED AN' DOUBLED
SLUBBED!



YA LOBIN!
HAS 7 OPEN
UP! LEAHME
OUTA
HERE!



AIEE!
THE
LIGHT!



Strontium Dog

793 A.D. MUTANT BOUNTYHUNTER JOHNNY ALPHA HAS ENLISTED THE AID OF WULF STERNHAMMER AND HIS VIKINGS TO TRACK DOWN THE MAX BUBBA MUTIE GANG — WHOSE PRESENCE IN THE PAST IS CREATING TIME DISTORTIONS THAT WILL WIPE OUT ALL HISTORY!

NOW, JOHNNY'S PARTY IS AMBUSHED BY GOBLINS —

2000AD
Credit Card:
STORY BOBOTT
ALAN GRANT
ART BOBOTT
C. EZQUEARRA
LETTERING BOBOTT
KID ROBSON
COMPU 731

ACH! HANDS
OFF, YOU
DEVILS!







THE ATTACK HAS TAKEN THEM BY SURPRISE, BUT THE VIKINGS REPLY WITH A FEROCITY THAT CANNOT BE WITHSTOOD



NOT ONE OF THE CREATURES ESCAPES —



GOSLINOS ALL RIGHT —
DEFINITELY NOT HUMAN!



TELL ME, BIG
FELLER — YOU
USED TO
FIGHTING
CREATURES
LIKE THESE?



NO WULF HAS
HEARD THE
MYTHS — BUT
NEVER BEFORE
HAVE I MET
ONE!

EXACTLY. CREATURES THAT HAVE NEVER
EXISTED EXCEPT IN LEGEND — SUDDENLY
TURNING UP REAL. IT'S GOT TO BE SOME
EFFECT OF THE TIME DISTORTIONS!

IS THIS THE NEW FUTURE
MAX BUBBA'S CREATING
FOR THE PLANET EARTH?

IF IT IS, JOHNNY WEIRD-EYES,
HE'LL BE NONE THE WORSE
FOR A KILLING!





THERE IS ONLY ONE GOSLIN SURVIVOR — WHOSE WORDS ARE UNINTELLIGIBLE —



AND WHEN THE YOUNG MUTANT SCANS ITS TWISTED MIND, HE SEES ONLY BLIND HATRED —



FIVE VIKINGS HAVE DIED. TOGETHER WITH THE BODIES OF LIEF OXENGUT AND HIS FAMILY, THEY ARE PUT TO THE TORCH —



WE WILL MEET AGAIN —
IN VALHALLA'S HALLS!

YOU SAVED MY LIFE TODAY,
JOHNNY WEIRD-EYES. I WILL
NOT FORGET. HERE —

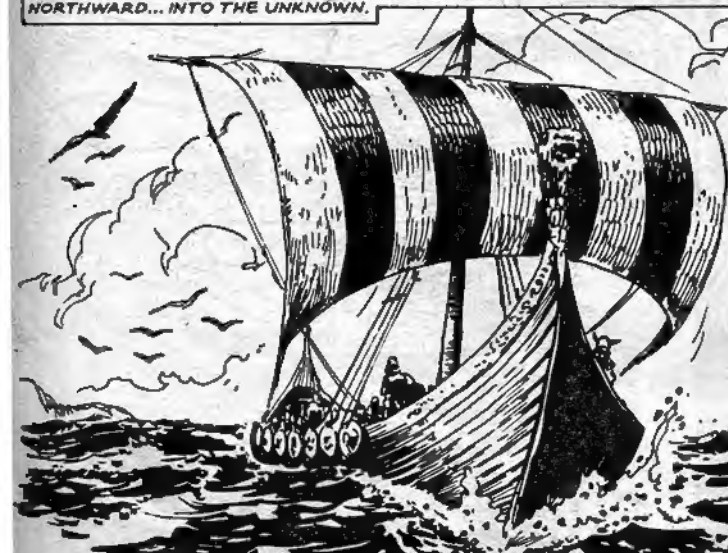
THAT WEAPON OF YOURS IS FINE —
BUT WHEN IT COMES TO CLOSE
QUARTERS YOU MAY NEED SOME-
THING MORE PRACTICAL!



IT IS A GOBLIN AXE. IT IS
GOOD TO SLAY YOUR
ENEMIES WITH THEIR
OWN WEAPON!



SO ONCE MORE THE DRAGONBREATH SAILS, HEADING NORTHWARD, EVER
NORTHWARD... INTO THE UNKNOWN.



AND THOUGH THERE IS FEAR IN THEIR HEARTS, THEIR GRIM FACES DO NOT
SHOW IT. THEY HAVE TAKEN ON A QUEST — THEY WILL SEE IT THROUGH...
OR DIE.

NEXT PROG:
**HUBBUB
BUBBA!**

TOMB OF TERROR LATECOMERS SECTION

To start the game this week, read the rules below.



YOU are Slaine—the Warped Warrior who fights with a deadly leyser sword. YOU are leading a group of adventurers into the Dark God's tomb.

The object of the game is to *gain* warp points by killing the monsters guarding the tomb and, finally, the Dark God himself. Complete your group's warp rating below.

SLAINE & ADVENTURERS 61

Roll two dice and add
the score to the above.

**YOUR GROUP'S
WARPRATING:** _____

COMBAT

The rules for fighting the monsters are as follows...

- 1) Roll two dice for your group. Add *ONE* to the total each time you throw. (This is because you're using a leyser sword.)
- 2) Roll two dice for the monster.
- 3) If you have the higher score, you have wounded the monster. Deduct the difference in your scores from the monster's warp rating.
- 4) If the monster has the higher score, he has wounded you. Deduct the difference in your scores from your group's warp rating.
- 5) Continue until the monster (or you) have no points left—e.g. are dead.
- 6) Add the monster's *original* warp rating to your own. This is your 'prize' for experience gained.



COUNTDOWN TO TERROR

You now have less than six hours to find and kill the Dark God. You will need the clock below to keep a record of time passing. The wrong decisions will often cost you extra time. You deduct time by shading in the first available unit on your clock past '0'. (As you'll see, your adventure has already taken forty minutes.)

If you fill in the whole of the clock *before* reaching the Dark God, you have run out of time. Grimmismal has awoken and laid waste to the Earth. Your quest has failed!



MAGIC

You may use magic to help you—where indicated...calling on Myrddin to work a suitable spell. He will do so reluctantly because every time magic is used it helps the Dark God awaken!

The price for using magic, therefore, is time. Every spell will cost between thirty minutes and one hour. You will have to deduct this amount from your clock.

TREASURE

A second object of the game is to collect treasure (marked in treasure points). On future weeks, make a note of any treasure you find in the box indicated.

Now read this week's episode of *Slaine*, written by your faithful dwarf Ukko. Then, return to *Tomb of Terror* part five, the section marked "THIS WEEK".

THE HISTORY OF JUSTICE



DREDD Vs. FERREE: PROG 101

A Grim Reaper Scan

